

What is claimed:

1 1. A method of providing a realistic audiovisual representation at a remote location of a
2 game occurring at a base location in which the base location and remote location are
3 linked by a communications channel, comprising the steps of:

4 (a) preparing a library of pre-recorded video clips depicting events typically
5 encountered in conducting a game;

6 (b) storing said library of pre-recorded video clips on a computer at said remote
7 location;

8 (c) transmitting information as to the progress of said game from said base location to
9 said remote location over said communication channel;

10 (d) at said base location using said information as to the progress of said game to
11 select appropriate video clips from said library, that, at least in part, replicate said
12 game; and

13 (e) presenting said video clips selected in step (d) at said remote location to provide
14 said realistic audiovisual representation.

1 2. A method of providing a realistic audiovisual representation according to Claim 1
2 wherein each said video clip prepared in step (a) is associated with an individual
3 identification code and wherein step (c) and (d) are accomplished by transmitting
4 individual identification codes.

1 3. A method of providing a realistic audiovisual representation according to Claim 1
2 wherein said remote location includes a plurality of remote locations each linked to said
3 base location by a communications channel, and in which said library of pre-recorded

video clips is stored at each remote location whereby a realistic audiovisual representation of said game is replicated at each remote location.

4. A method of providing a realistic audiovisual representation according to Claim 1, wherein said computer at said remote location includes algorithms for providing computer-generated visual and/or sound images relevant to said game.

5. A method of providing a realistic audiovisual representation according to Claim 4 wherein appropriate video clips and/or computer generated graphical visual and/or sound replications are presented at video monitors and/or loud speakers at said remote location.

6. A method of providing a realistic audiovisual representation according to Claim 1 wherein said game has been recorded and the realistic audiovisual representation is a delayed representation of a game that has already been played.

7. A method of providing a realistic audiovisual representation according to Claim 1 wherein said game is a game of skill or a game of chance or a combination of skill and chance.

8. A method of providing a realistic audiovisual representation according to Claim 7 in which said game involves a finite number of possible outcomes or that employs a finite number of game objects.

9. A method of providing a realistic audiovisual representation according to Claim 1 wherein the remote location is a personal computer.

- 1 10. A method of providing a realistic audiovisual representation according to Claim 1 in,
2 which there are a plurality of remote locations.
- 1 11. A method of providing a realistic audiovisual representation according to Claim 1 in
2 which steps (c) and (d) are accomplished using a host computer.
- 1 12. A method of providing a realistic audiovisual representation according to Claim 11
2 wherein said game is interactive in which players' decisions are transmitted to said host
3 computer and are, at least in some instances, instrumental in progress of the game.
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13. A method of providing a realistic audiovisual representation according to Claim 11 in
which said host computer conducts multiple independent games simultaneously.
14. A system for providing realistic audiovisual presentation of a game of at least one remote
location, comprising:
a host computer at a base location;
a computer system at each remote location connected to control audiovisual
equipment;
a communication channel interconnecting said host computer and each said
remote computer systems;
a library of pre-recorded video clips depicting events typically encountered in
conducting a game stored in said computer system at each remote location; and
input apparatus connected to said host computer for inputting information as to
progress of the game by which individual identification codes are generated, the
individual identification codes being transmitted to said computer system at each remote
location and used to actuate appropriate video clips from said library.

- 1 15. A system according to Claim 14 in which said computer system at each remote location
2 includes algorithms for providing computer-generated visual and/or sound images
3 relevant to said game.
- 1 16. A system according to Claim 15 including video monitors and loud speakers at each said
2 remote location by which said video clips and/or computer generated visual and/or sound
3 images are presented.
- 1 17. A system according to Claim 14 wherein said game is in the form of a recorded game
2 previously played and the realistic audiovisual presentation represents a delayed
3 representation of said recorded game.
- 1 18. A system according to Claim 14 wherein said game is a game of skill or a game of
2 chance or a combination of skill and chance.
- 1 19. A system according to Claim 18 in which said game involves a finite number of possible
2 outcomes or that employs a finite number of game objects.
- 1 20. A system according to Claim 14 in which at least one of said computer systems is a
2 personal computer.
- 1 21. A system according to Claim 14 in which said game is interactive in which players'
2 decisions are transmitted to said host computer and are, at least in some instances,
3 instrumental in progress of the game.
- 1 22. A system according to Claim 14 in which said host computer is capable of conducting
2 multiple independent games simultaneously.